
Title: E. B. Glossary

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There are many commonly used abbreviations for enchantments and stats when describing items. Since this can be somewhat confusing for the newcomer, and especially since the Enswordlopedia Britannia Volume II makes extensive use of shorthand and abbreviations for the sake of saving space, this book serves as a separate glossary that can be kept open and referred to while looking through the artifact listings. This is not a complete list of all enchantments nor a total explanation of how they all work, but does include some of the most common abbreviations and those used within this series. For a more comprehensive list, consult the official wiki, currently located at <https://uo.com/wiki/ultima-online-wiki/items/magic-items-properties/>

Please note that all descriptions given are for PvM only, as PvP plays by different rules and in many cases is subject to different caps.

Glossary

*Antique- Item loses durability rapidly. Can be repaired, but can only have Powder of Fortification applied to it 3 times, reducing max

durability to 250, then 200, then 150.

*Artifact Rarity- An inconsistent and relatively meaningless item property, some artifacts are arbitrarily assigned an Artifact Rarity that is supposedly reflective of how rare the item is, while other artifacts have no listed rarity at all. With respect to items that spawn in the world and can be obtained via Stealing, however, the higher the rarity the longer the time it takes for the item to respawn. This can range from 90 minutes at Rarity 1 to 128 days at Rarity 12.

*Bane- On-hit property that triggers when the target's health is below 50%. As the target's HP decreases, the chances to proc the effect and the damage increase, dealing up to 30% of the target's maximum HP in Physical type damage when the target is near death. This is capped at 350 points of damage before resists are taken into account. This damage counts as Additional Damage, not a Damage Modifier.

*Battle Lust- Theoretically, a successful hit with this weapon should initiate a step counter that will grant Damage Increase bonuses when the wielder is hit and surrounded by multiple foes, with a step adding to the counter every two seconds and decaying once every six seconds. Practically speaking, this ability seems to be

bugged and not working correctly at time of writing.

*Blessed- Item will stay with the player after death. Item must be in the top level of the player's backpack or equipped, not in a sub-container.

*Blood Drinker- Allows the wielder to gain HP directly from Bleed damage inflicted by the Bleed Attack special move, or from damage done by the Splintering effect. This works against foes that normally have corrupted Life Leech auras.

*[Damage Type] %- (eg, Physical 30%, Fire 70%)
- Physical, Fire, Ice, Energy, Poison, or Chaos followed by a % means this weapon deals that percentage of its damage as that type. Chaos is not a true damage type, but rather will randomly switch between one of the other 5 damage types with each hit. A weapon can have multiple damage types simultaneously, and these will always total to 100%.

*[Damage Type] Eater %- (eg, Fire Eater 10%)-
Converts a percentage of the damage dealt to the player back as health after a short delay, providing the player took damage of that type. Multiple Eaters of the same type can stack together, subject to a cap.

*[Damage Type] Resist- (eg, Energy Resist 20%)-
A weapon with this property will add that resist to the player's

armor, subject to the usual caps.

***DCI %- Defense Chance Increase %-**
Increases the chance to dodge a blow completely. Caps at 45, though if you go over cap and are hit by an effect that reduces your DCI this will help mitigate that effect.

Note that this bonus is applied to your current chance to avoid a hit, not absolute chance- so if you have a 50% chance to dodge and have a DCI 20%, you will have a 60% chance to dodge an attack, not 70%.

***DI %- Damage Increase %-** As an item property, this will increase the base damage done by your weapon before any Damage Modifiers or the defense stats of your target are taken into account. This is cumulative across all your equipment and caps at 100% maximum for items.

You can go over this cap, though if you do the only benefit is if you are affected by a malus to your item Damage Increase, then this overage can help to offset that.

***Exceptional-** Exceptional items have a higher imbue weight cap than non-exceptional items, and if crafted by a player then Exceptional weapons will have built in Damage Increase and Exceptional armor will have higher base defense stats.

***FC #- Faster Casting-**
(eg, FC 2 or FC -1)- Decreases or increases the amount of time

required to cast a spell
by .25 seconds per level
of FC. A positive
number is a reduction in
cast time, and a negative
is a penalty to cast
time.

*FCR #- Faster Cast
Recovery- (eg, FCR 2)-
Shortens the wait time
between spell casts.

*HCI %- Hit Chance
Increase %- Increases
your chance to hit your
target, caps at 45%.
Note that this bonus
applies to your current
chance to hit, not your
absolute chance- if you
have a 50% chance to
hit and have an HCI
20%, you will have a
60% chance to hit, not
70%. Similar to Defense
Chance Increase, you can
go over this cap but will
only benefit if subject to
a penalty to your Hit
Chance Increase, in which
case the over cap will
help compensate for the
loss.

*HF %- Hit Fatigue %-
An on-hit effect, the %
represents the chance of
the ability activating on a
successful hit. If it
procs, the ability will
reduce the target's
stamina by 20% of the
damage dealt.

*Hit [Damage Type] Area
%- (eg, Hit Cold Area
30%)- Has a % chance
of dealing 'splash' damage
to other legally attackable
targets around the
creature you actually hit,
but will not deal any
additional damage to that
target itself.

*Hit [Spell Name] %-
(eg, Hit Lightning 40%,
or Hit Curse 20%)- Has

a % chance on successful weapon hit to cast the spell listed. For the purposes of damage calculation, Eval. Int. skill is treated as being 80. The base damage of the spell depends on the circle of that spell, and damaging Hit Spells do benefit from Spell Damage Increase.

*HLA %- Hit Lower Attack %- Has a % chance on a successful hit to impose a -25 penalty to the Hit Chance Increase stat of your target for about 5-10 seconds.

*HLD %- Hit Lower Defense %- Has a % chance on a successful hit to impose a -25 penalty to the Defense Chance Increase stat of your target for about 5-10 seconds.

*HLL %- Hit Life Leech %- On every successful hit, will restore health in a range from 0 to (Damage Dealt x Life Leech % x 30%) to the player. Note that this does not drain additional HP from the target. Some enemies have a corrupted life leech aura that will cause you to take damage if you hit them with a life leeching property or ability active.

*HMD %- Hit Mana Drain %- On a successful hit, has a % chance to reduce the target's mana by 20% of the damage dealt. Hit Mana Drain does not restore this mana to the player.

*HML %- Hit Mana Leech %- On a successful

hit this will restore from 0 to (Damage Dealt x Hit Mana Leech% x 40%) points of mana to the player. This does not drain additional mana from the target.

*HSL %- Hit Stamina Leech %- On a successful hit has a % chance to restore 100% of the damage dealt in points of stamina to the player.

*LMC%- Lower Mana Cost %- Reduces the cost of anything that costs mana by %, cumulative across all gear up to a maximum of 40%. Certain types of armor will give a bonus to LMC that is not factored into this 40% cap.

*Lower Requirements %- Reduces the stat requirements to equip a piece of gear by %.

*LRC %- Lower Reagent Cost %- Lowers the amount of reagents required to cast spells by %, and at 100% eliminates the need to carry reagents at all. Chivalry requires tithing points to be available, but at 100% LRC will not drain points from the tithing pool.

*Luck- Affects the quantity, quality, and intensity of properties of monster loot. Luck is checked at time of monster death.

*Mage Weapon -X- Allows Magery skill to be checked instead of the regular combat skill of the equipped weapon for the purposes of calculating hit chances,

with malus of X to
Magery for the purposes
of spellcasting and
effective weapon skill. For
example, if the value is
-20 and the wielder has
100 Magery, then while
the weapon is equipped
the user's Magery skill
will be treated as being
80, and the weapon skill
will be considered 80 as
well. If the X value is
-0 then there is no
penalty. Weapon special
moves still require the
original weapon skill to be
used, Mage Weapon is not
a substitute for real
skill.

*Night Sight- Acts as
the spell effect when
this item is equipped.

*Part of a Set-
Although this item may
have some enchantments
of its own, it requires
the full set to be
equipped to gain the full
benefits listed. These
additional benefits will
usually be spelled out on
the piece of gear.

*Prized- Item costs more
to insure and cannot be
blessed.

*Requires [Expansion
Name]- (eg, Requires: High
Seas)- These items
require the account to
have the expansion listed
in order to equip or use
the item.

*SDI %- Spell Damage
Increase %- Increases
spell damage by %,
including damage caused by
direct damaging Hit Spells
on the wielder's weapon.
Does not affect Hit Area
effect damage.

*Searing- A toggleable

effect through the context menu on the weapon, has a 20% chance once activated to deal additional fire damage to the target and imposes a penalty to HP Regen for 4 seconds. This will also deal 4 points of direct damage to the wielder, and each attack with the ability active will drain 1 mana from the user.

*Self Repair #- Has a chance of repairing the item for # points of durability each time the item takes damage.

*Shard Bound- The item cannot be transferred to other shards.

*Slayer- Listed as [Type] Slayer (eg, Repond Slayer, Dragon Slayer), these weapons will give a Damage Modifier bonus ranging from 100% - 200% depending on whether the Slayer is a Super Slayer or Lesser Slayer respectively. The more specific Lesser Slayers (Dragon instead of Reptile, for instance) will deal 200%, while the more general Super Slayer (Arachnid instead of Scorpion, for example) will grant the 100% Modifier bonus. Each Slayer category has an opposing Slayer type, and if the player is hit by the opposing type while equipped with a Slayer (for example, being hit by Undead while holding a Repond Slayer) the user will take double damage.

*Sparks %- Has a % chance to cause Energy damage over time to the target, restoring 2x the

damage inflicted from the effect in mana to the player. Will not activate with special moves.

*Spell Channeling- Allows the wielder to cast spells with the item equipped. Spell Channeling comes with a FC -1 penalty, though this malus is not considered a separate enchantment. If the item has no FC penalty, then the item has an additional property on it cancelling out the FC malus.

*Splintering %- Has a % chance on a successful hit to "break off" shards of the weapon, inflicting a type of Bleed damage to the target. This will damage the weapon's durability each time it procs. Will not activate with Disarm, Infectious Strike, or Injected Strike.

*SSI %- Swing Speed Increase %- Combined with current Stamina, is used to calculate how long the delay is in between weapon swings. Caps at 60% total, cumulative across all gear. Note that imbuing SSI on a weapon will reduce the maximum leech capacities.

*[Stat] Regen #- Hit Point, Stamina, or Mana Regeneration rates increased by #.

*[Stat/Skill] Increase, Bonus, or #- (May be shortened in the list or abbreviated as Str 10, Intelligence Bonus -5, Tactics +10, etc.)- Increases or decreases the listed stat or skill by the value.

*UBWS- Use Best

Weapon Skill- Allows you to use your best melee weapon skill in place of the usual one the weapon requires, if another weapon skill is higher. Unlike Mage Weapon, you are able to use the weapon's special moves providing you have the requisite amount in your highest weapon skill. Archery and Wrestling do not count for this enchantment.